

LASER TAG

FORMAT: Team will consist of a 5 person team

DATES: April 12th 8am B division
April 13th 8am C division
10am A division

LOCATION: Laser Quest
7361 W. Lake Mead
Las Vegas, NV 89128
702-243-8881

RULES:

1. Once the CC registration process is complete, Team Captains are asked to approach the Mission Control desk and receive the team's (5) activators. These activators can be distributed to team members. These activators are to be kept by the team members for both games. The team captain is responsible for gathering and returning the (5) activators to Mission Control upon completion of both games.
2. Once players have their activators, they will wait to be called into the briefing room by Mission Control (Laser Quest staff). Players may not enter the briefing room or airlock until directed to do so.
3. All team members must be checked in and ready to enter the briefing room at the time the game begins. Once teams are called into the briefing room, latecomers will not be admitted.
4. Laser Quest staff will let players enter the airlock to choose packs. Upon entering the airlock, team members will proceed to their pack, put them on properly, and key in. Teams shall participate in the reading of the Player's code of Honor (see below).

GENERAL RULES:

1. Teams will consist of 5 players per team.
2. Laser activator codenames used by each player will be their company name and player number.
3. Games consist of 30 players, 6 teams of 5 players each. Each game will be 20 minutes in duration. Each team will play 2 or 3 games total depending on the amount of teams attending each day. Teams will play the same opponents in each game. The reason for this is to minimize wait times between games.

4. Games will be scored on a solo format. Each player will receive an individual score, with all (5) individual scores added together after each game, to determine the overall team score.
5. Sensor vest have (7) target locations. Each location is worth 5 points. Players can target any other player. If a player tags a teammate, scoring applies. For each successful tag, the player receives a +5 score. For each tag the player takes, that player receives a -5 score.
6. Participants are encouraged to wear their team colors while playing (note sensor vest must be worn over t-shirts). Glow paint and distinguishing armbands are allowed.
7. At the game's completion, Mission Control will generate individual scores and those individual scores will be added together to determine the overall team score.
8. If a player does not receive a score, or receives an obviously improper score, the Head Marshall shall review the matter and the missing or erroneous score will be determined by averaging the four remaining player's scores of that team.
9. Team scores will be totaled after each game. All of the teams totals will be added to get each teams overall score. The 6 highest scores will advance to a finals game. The teams with the highest overall score in the finals game will be declared the winner of the event.
10. Teams are responsible for ensuring they know if and when they advance.

THE PLAYER'S CODE:

The Player's Code is strictly in effect, and prohibits the following actions during a game:

1. Running: Players may not run, jog, or otherwise move at a speed that is, in the opinion of the marshal, unsafe.
2. Climbing: Players may not climb on any wall or other part of the maze, and may not place either of their feet on the wall.
3. Jumping: Players may not jump on to or off any structure in the maze.
4. Sitting: Players may not sit or have any part of their body, other than their feet, on the floor. Players may not sit on or against walls. Players may not hold a squatting or crouching position.
5. Kneeling: Players may not kneel or have either of their knees on the ground, and may not hold a position whereby their knees are bent more than 90 degrees.
6. Lying Down: Players may not lie down either on their stomachs or on their backs.

7. Language: No offensive language including trash talking.
8. Covering Targets:
 - a. Players may not use any part of their body , their hair, clothing, equipment, or any other objects, to cover their own targets, or the targets of other players.
 - b. Players may not hold or remain in any position whereby any part of their body obstructs a sensor. This includes bending at the waist, leaning and positioning arms in front of the chest pack or shoulder sensors. Temporary obstruction of sensors is inevitable and, therefore, permissible so long as the obstruction lasts only a moment. Actions such as 'dodging' or 'dancing' are permitted so long as targets do not remain obstructed.
 - c. Players cannot cover the front of their laser. No part of the players hands or arms may be placed either on or directly in front of, or to the front and side of the laser beyond the rubber ring. Hands may butt up against the ring, but not onto any part of it.
 - d. Players with hair long enough to cover shoulder sensor must secure their hair so as to not obstruct any targets.
 - e. Players may not wear loose clothing, which can obstruct a sensor.
9. Physical Contact:
 - a. Players may not make any physical contact with other players or their equipment. While incidents of coincidental contact are possible, marshals will determine what, if any action is to be taken if players do not maintain an area of separation between themselves.
 - b. Players may not position themselves so as to block or impede another players progression.
10. Request for interpretations of the Players Code of Honor must be made to the Head Marshal by the Team Captain only. Such interpretations will be announced to all other marshals and to the team captains.
11. It is the responsibility of the team captain to communicate all information regarding game scheduling, rules, and decisions of the Head Marshal to his teammates.

EQUIPMENT:

1. Players may not tamper with any with any Laser Quest property. Such tampering will result in the immediate disqualification of the entire team. Tampering with equipment includes, but is not limited to (1) damaging, removing or modifying any part of the equipment, (2) placing any item or substance on or around the equipment which obstructs or blocks sensors of the laser beam, and (3) interfering with game play in any way through the use of any mechanical or electronic devices.
2. If, during any game, a player experiences equipment problems, he/she must notify a marshal immediately.

3. If an equipment problem cannot be remedied in the maze, or is recurrent, the marshal shall key the player into a new pack, and the score up to the point will be transferred over. A game will not be replayed because of such an equipment problem.

PRACTICE GAMES:

Please contact Laser Quest directly at 702-243-8881 to book practice times. We will offer discounted rates for either 2 or 3 games of Laser Quest.

Special discount rate applies for advance bookings of CC companies.

We are located off West Lake Mead and Tenaya, about two blocks west of the 95 on Lake Mead in the Lake Mead Pavilion shopping center.